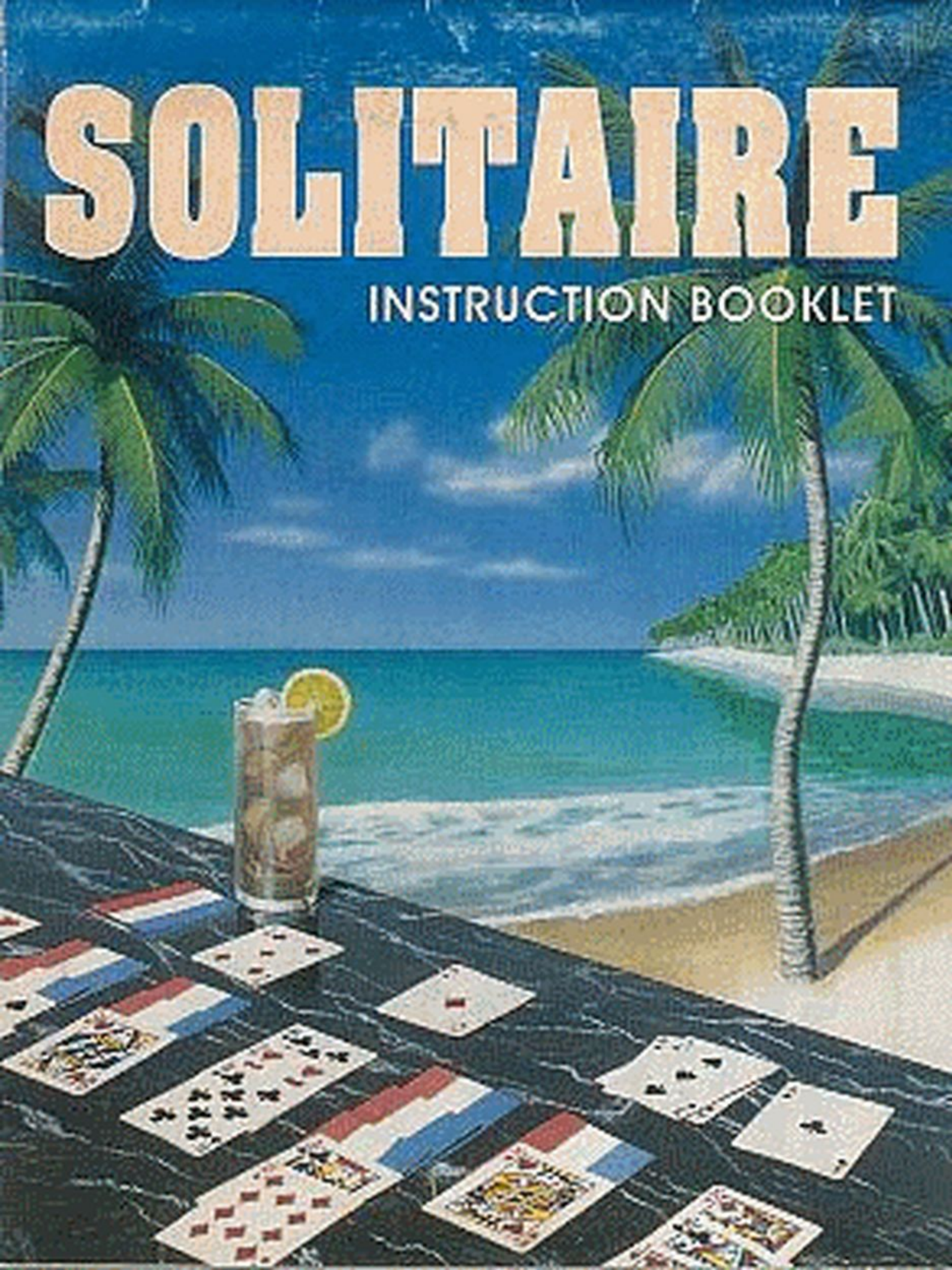
SOLITAIRE

INSTRUCTION BOOKLET



Thank you for purchasing SOLITAIRE, another exciting video game from American Video Entertainment, Inc. Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System,™ the best video game value available.

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- Hours and hours of fun that will challenge your wits, your memory and your mind.
- Exciting computer version of one of the most popular card games ever!

SOLITAIRE

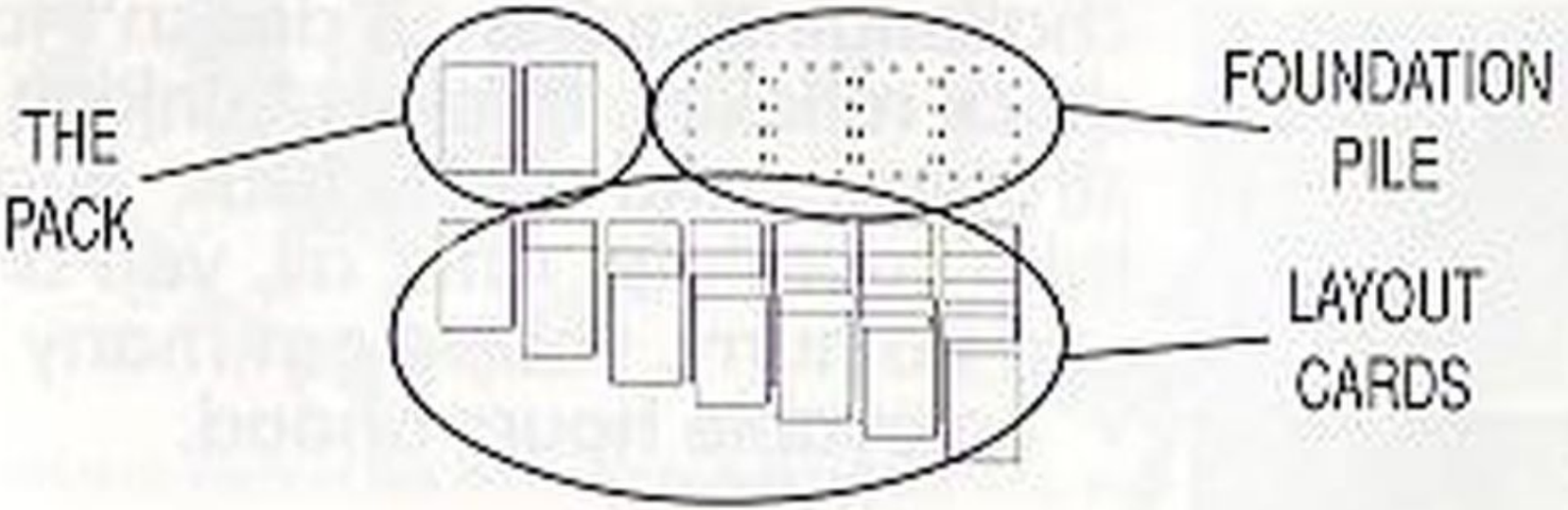
You are alone on a beautiful tropical beach, palm trees sway in the warm summer breeze. The songs of a thousand exotic birds fill the air. You don't have a worry in the world. Just kick back and get ready to experience one of the most popular card games ever - Solitaire.

If you have never played Solitaire, you are about to become one of the millions who love this challenging game. It doesn't take quick reflexes, it takes thinking, strategy... and a little luck. Just take your time. After all, you are in no hurry, you've got many enjoyable hours ahead.

The Origin of Solitaire

Solitaire first became popular during the Klondike Gold Rush of the late 1800's. Old timers say a player would wager $50 for a pack of cards and win $5 for each card they played on a Foundation Pile before the game was finished. This game was known as "Klondike."

About the same time, a similar style game was being played at a place called "Canfield's Gambling Hall" in Saratoga. This game had the name "Canfield" and eventually became much more popular than Klondike. Today, both Klondike and Canfield serve as alternate names for the game most people call "Solitaire."



Make sure the power switch on your control deck is turned off.

Insert the SOLITAIRE cartridge into your NES console, carefully following the power up instructions in your NES user manual.

If the screen flashes on and off, game screen looks garbled or the game will not play see page 13.

From the title screen press START to begin a game.

TITLE SCREEN

DIRECTION PAD

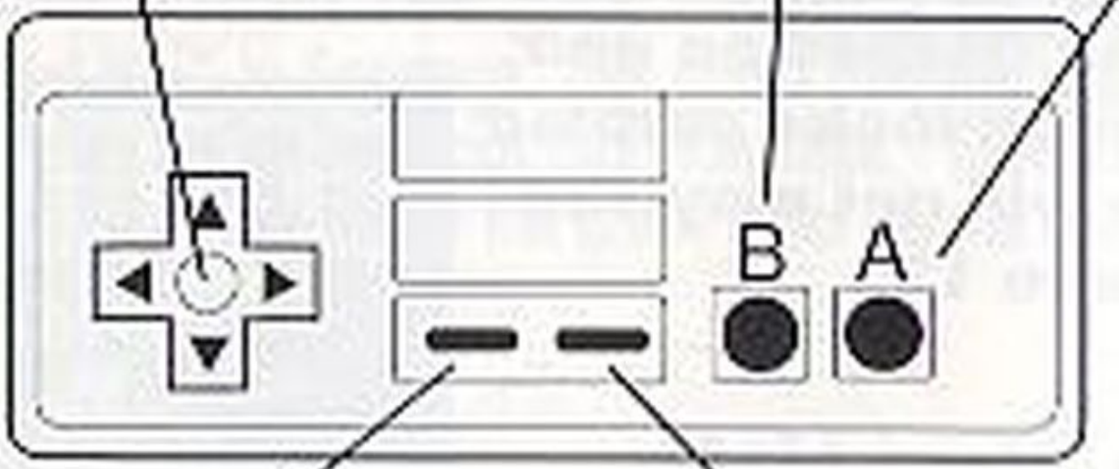
From the Set-up screen use the Direction Pad to chose your game options. From the main game screen use the Direction Pad to move the HAND CURSOR.

B BUTTON

The B Button is not used in Solitaire.

A BUTTON

Press to choose and move cards.



SELECT

Pressing once during game play then pressing START will begin a new game. Pressing SELECT twice will return to the current game.

START

Press START to begin new game

From the SET-UP SCREEN you can choose several options to fine tune the game to your liking.

CARD BACKS: Choose the card back design you prefer by pressing Right or Left on the Direction Pad. Move the HAND over your chosen pattern, press Down on the Direction Pad to move to your next option.

COLORS: Move the HAND Right or Left to select one of five color combinations. Once you've chosen your colors, press Down on the Direction Pad to move to the next option.

DRAW: Choose ONE CARD or THREE CARD by pressing Right or Left on the Direction Pad. In the One Card version of Solitaire, you deal one card from the pack at a time until you can move one of the cards into a pile. In the Three Card version of Solitaire, you deal three cards face up from the pack, but can only use the top card showing (the third card dealt). Once you've selected One Card or Three Card, press Down on the Direction Pad to move to the next option.

MUSIC: Select whether you'll play with the background music ON or OFF. Press Down on the Direction Pad to move to the next option once you've made your selection.

SOUND: Select whether you'll play with the sound effects ON or OFF. Once you've made your selection in this last category. Press START to begin the game.

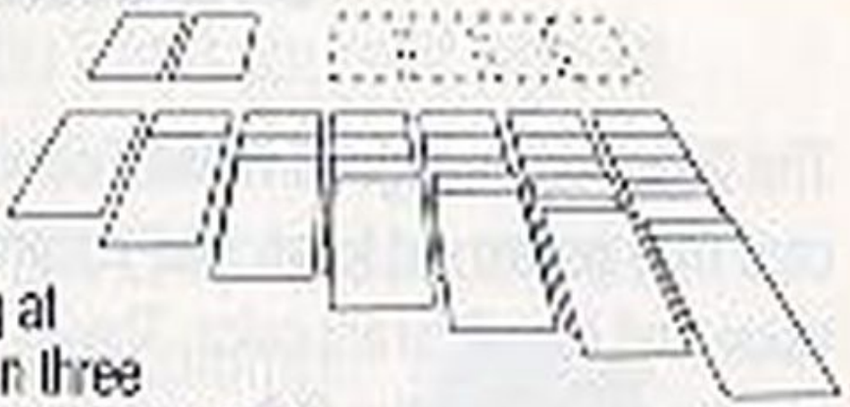
THE HAND CURSOR

You can move the HAND Cursor to any card pile on the game screen by pressing the Direction Pad.

MOVING CARDS: To move a card or sequence of cards, move the HAND Cursor to the card you wish to pick-up and press the A Button. A Blue HAND will mark the card you'll be moving. Next, move the HAND to the pile you want to move the card to, press the A Button. If the move you've attempted is legal, the card or card sequence will instantly move to the new location.

ILLEGAL MOVES: The game will not allow any move that is illegal. If an attempted move is illegal, you will hear a buzz, and the Blue Hand Cursor will disappear. You can now choose a new move.

How to play the game of Solitaire.



The top row is made up of the Pack and the Foundation Cards. Seven cards are dealt across, face down forming seven columns. Next, six cards are dealt face down, starting at the second column and over-lapping the first row dealt. Five cards are then dealt face down starting at the third row, then four cards starting at the fourth row, then three cards starting at the fifth row, etc. until a total of 28 cards have been dealt.

The card at the bottom of each column is now turned face up, and the remainder of the cards are placed at the upper left corner of the screen. The four empty spaces at the top of the screen are called the Foundation Piles. Any Aces that are turned up during game play can be placed in a Foundation Pile and built upon by placing a card of the next number sequence and the same suit on top of it (i.e. a turned-up 2♠ may be placed on top of an A♠, etc.)

After you have turned the entire Pack up, place the HAND on the far left empty Pack and press A Button. Now you can go back through the Pack again for new cards.

The object of Solitaire is to move the entire deck of cards on to the Foundation Piles. The game ends when you have done this or when you can't make any more moves.

STACKING THE CARDS

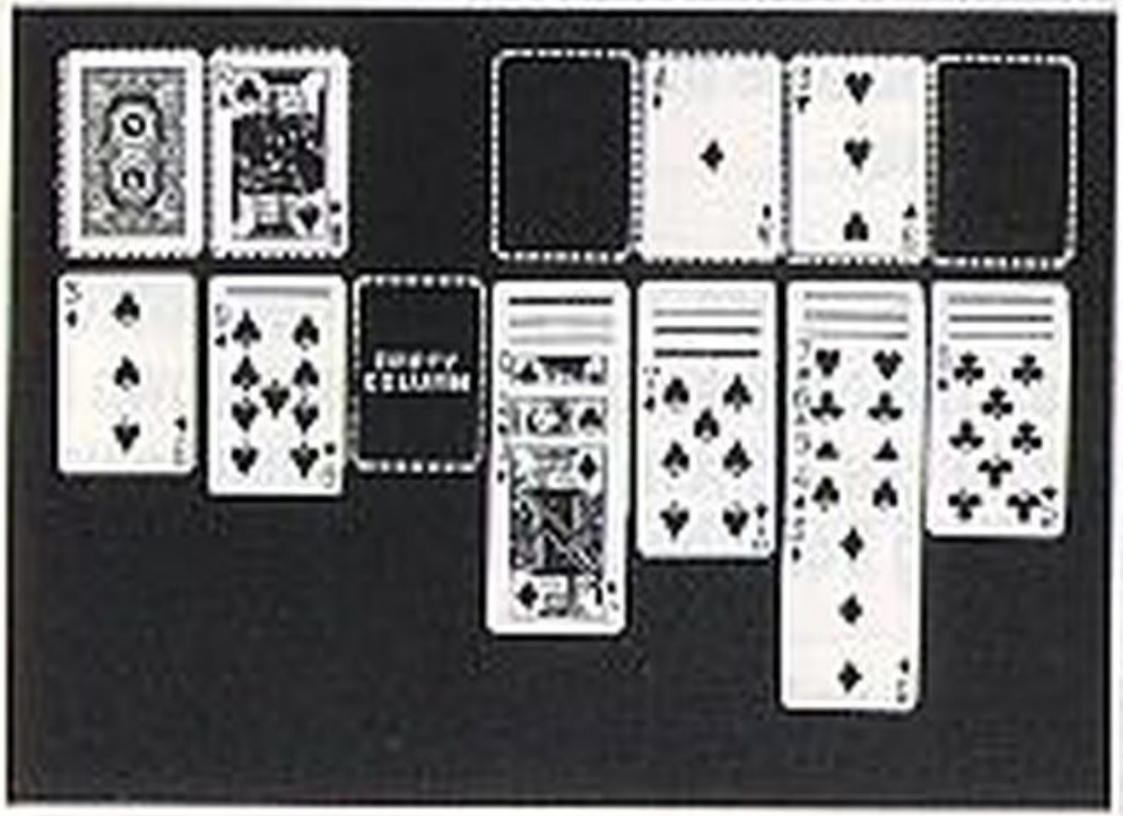
The 28 cards arranged in seven columns are called the Layout Cards. A turned-up card may be moved to another column if it can be placed on a card one higher in value and of a different color. The 4♢ could be moved on to the 5♠, or the turned-up J♡ may be placed on the Q♠.

Once a card is played or moved to another pile, the card beneath it may be turned up. Once a sequence has begun, it can only be moved as an entire unit.

The card sequence 7♡, 6♣, 5♢, 4♠ can only be moved as a unit, in this case, on to column seven, the 8♣.

COLUMNS AND KINGS

Occasionally in a game of Solitaire, you'll find yourself with an empty column. An empty column can only be filled by a King, either alone or as part of a sequence. The K♢, Q♠, J♢ sequence could be moved into the empty column.



You may also fill the column with a King that is drawn from the Pack such as K♠.

HANDY HINTS

You don't have to play every available card. Think what cards are showing and then plan strategically. Often, it's better not to play a card on a Foundation Pile that you may need to build on as a sequence in the Layout.

You may pass up the opportunity to move a black king into a space in the layout and wait for a red king if it would be more helpful to you (or vice versa).

When playing the Three Card version of Solitaire, it is a good idea not to play a king from the Pack if you're sure there are kings buried face-down in the Layout. By not playing kings from the pack, there is a better chance you will have an open space when a king from the Layout turns up.

It is important to move the cards in the far right columns of the Layout as soon as possible. The only way to succeed at Solitaire is to get those long rows of face-down cards turned up.

NOTES

PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

KEEPING YOUR CONSOLE CLEAN

If your cartridge will not work, produces garbled characters or causes your television screen to flash on and off you probably have a dirty internal connector (the slot where your game cartridge plugs into the NES™ console).

The Nintendo Entertainment System™ uses what is called a zero insertion force connector. Although this eliminates wear and tear on your NES™ and cartridges, to work properly it requires cleaning on a regular basis. Cleaning this connector is easy, all you need is a cleaning kit. Cleaning kits are made by Nintendo™ as well as other manufacturers and they can be purchased anywhere you buy or rent video games.

Do not be tempted to blow on the gold fingers at the end of the cartridge. This further contaminates the internal connector.

Should you have any questions, please call our Toll free 800 number and one of our game counselors will be happy to assist you.

To reach our game counselor hot line call
1(800) HOT-4AVE that's 1(800) 468-4283

The American Video Entertainment Story.

In the beginning, since the first Nintendo video game was sold, each cartridge and NES has contained a patented 'lock-out' chip.

WHO IS AMERICAN VIDEO ENTERTAINMENT?

American Video Entertainment, Inc. is a American manufacturer and publisher of Nintendo compatible games. The goal of our company, founded in San Jose California in 1990, is to produce great games at reasonable prices. Our cartridge compatibility is covered by US Patent (#5,004,232) which was awarded in April of 1991.

WHY ARE AMERICAN VIDEO ENTERTAINMENT PRODUCTS SUCH A GREAT VALUE?

American Video Entertainment manufactures these products in the United States using American technology. We do not pay a licensing fee to Nintendo.™ These saving are passed directly on to you the consumer. You are the winner in two ways - great games at great prices.

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☐ Male ☐ Female *Age* *Area Code* *Phone Number* *Proxie*

Thank you for purchasing SOLITAIRE. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

What is your favorite game? _____

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Rental

☐ Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131

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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

American Video Entertainment 90-Day Limited Warranty.

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American Video Entertainment knows what kind of games America wants to play. Our Mindbender games are exciting, challenging, and are more then just shoot-em-ups. These non-violent games teach basic thinking skills and are jam packed with fun for the entire family.

Krazy Kreatures

Here they come and there they go! As an intergalactic immigration officer you'll be transporting weird wild life from all over the galaxy. You gotta line-em-up to move-em-out. Super excitement for one or two players.

Playing Pyramid is easy, there is just one rule, don't let the pit fill up. As each stone falls it must be turned and twisted and fit together perfectly. How much fun can a modern gamer handle? Play Pyramid and find out.

Pyramid

Puzzlo

This is the ultimate mind game. Are you ready to accept this cerebral challenge? Test your wits and use your skill to unscramble intense picture puzzles before your time runs out.

Tilos of Fate

Enchanted tiles that control the flow of fate have fallen into the hands of mortals. Only by using the tiles against themselves will you be able to defeat them, but there is not much time. Match the tiles together in 7 magic castles. It wont be easy but it will be fun.

Dudes with Attitudo

Explore the secret catacombs of a desert island and find a kings ransom in hidden treasure. This game is simple enough for the young player and packs enough challenge for the experienced gamer. To win you just gotta have the right attitude. Dude...

If action and adventure is more your style we have the games you need. From air battles and espionage to destroying the deadly DEATHBOTS our video games give you radical high power excitement at an unbelievable price.

Double Strike

Enter the exotic South Pacific where some of the most beautiful islands on the earth have become the lair for one of the most vicious terrorist organizations. You must strike! And strike again! Double Strike!

F-15 City War

Pilot a fully armed F-15 and destroy an invading enemy army. Blast tanks, jets, and gunboats with searing missile fire. You and your city's survival is at stake. If you've got the guts.... prove it!

Deathbots

Technology has decided to take destiny into its own hands. A massive computer is threatening to detonate a Gamma Bomb, the most powerful weapon ever created. Can you save humanity from mechanized enslavement. Choose from 9 different weapons and stop the Deathbots before they stop you.

Impossible Mission II

The nations nuclear strike capability has been hijacked by a mad man. Now its up to you to penetrate Elvin Atombender's headquarters and destroy the core computer system. If you fail... Its total destruction.

If you like sports games, then check out some of the hottest sports simulations around. All offer single player against the computer and two player head to head challenge.

Venice Beach Volleyball

They have come from all across America - the best of the best. They are here at the most radical summer hangout in the world, at the most exciting event of the year. The Venice Beach Open. Features kick-butt single or double head to head action.

AVAILABLE IN JULY WITH WORLD CUP TEAMS!

Ultimate League Soccer

You approach the field. The rumble of thousands of fans is deafening. Now it is time to face Soccer's greatest challenge. Only one team will win the Ultimate League Soccer. Give it all you've got and go for the World Title!

WALLY BEAR and the NO! gang

Grab your shateboard and get ready to play the hottest game with the coolest character - WALLY BEAR! You'll climb to the heights of city skyscrapers and slosh through the depths of slimy sewers. One thing is for sure the best way to start any adventure is to say NO! to drug and alcohol abuse.
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AVAILABLE NOW!

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Our games offer the best game playing value available for your Nintendo Entertainment System. Watch for these exciting soon to be released new titles

Mermaids of Atlantis, The Riddle of the Magic Bubble

You'll burst your brain trying to solve all 24 stages of mind blowing bubble puzzles? Match multicolored bubbles as they float to the top of your under water cave. This addictive game will not only challenge your intellect and reflexes but also features an exciting vision into the undersea world of Mermaids.

COMING IN MAY

MAXIVISON 30in1 cartridge

Get ready for the most technically advanced, most powerful, most challenging, most excellent video game cartridge ever made - MAXIVISION. This revolutionary cartridge is jam packed with 30 complete and individual games. Great games like F-15 City War, Deathbots, Soccer, Krazy Kreatures, and many many more. Contact your local video store and try-out the most powerful 8-bit game cartridge ever. Experience MAXIVISION!!

TO BE RELEASED IN JUNE

STAKK'M

From the sky they fall, gigantic blocks that form an impenetrable barrier. Bringing down the wall won't be easy. Not only must you line up rows of blocks with matching symbols you must reach a special a "Level Goal" which changes with every level. Heart stopping excitement that features single or double player simultaneous game play.

AVAILABLE IN JULY

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SOLITAIRE

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